2. Amended Claims

We have amended the independent claims 1, 10, and 16 to reflect the definitions for emovector given in the specification on page 20, so they are expressly defined in the claims as per your request. Claim 17 was amended by striking 2 stray lines after the claim ending, making it not a part of the original claim 17 yet not part of claim 18. Claims 2, 3, 4, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, and 18 remain unchanged. Please let us know if this adequately meets with your approval.

1. (currently amended) A system and method of communicating emotive content comprising emotive vectors, each emotive vector comprising an emotive state and an associated emotive intensity normalized to the author, with associated text embedded in electronic device communications.

2. (original) A method as in claim 1 further comprising the encoding of emotive content into standard computing device communication formats.

3. (original) A method as in claim 1 further comprising the encoding of the emotive content into textual communications.

4. (original) A method as in claim 1 further comprising the decoding of emotive content in electronic communications bearing emotive vectors normalized to the communication's author.

5. (original) A method as in claim 4 further comprising parsing the emotive content into tokens for presentation and display of face glyph emotive representations with associated textual content on receiver computing device displays.

6. (original) A method as in claim 5 further comprising the tokenizing of the parts of speech of associated text and with the tokenized emotive content synthesizing author's intended meaning text strings.

7. (original) A method as in claim 4 further comprising the mapping of emotive intensity numerical value into one or more word text describing the emotive intensity value in express language which would qualify an associated emotive state with the intensity value.

8. (original) A method as in claim 1 further comprising the scanning and tokenizing of the embedded emotive content in the communications.

9. (original) A method as in claim 1 further comprising parsing communications containing the emotive content using emotive grammar productions to tokenize the emotive content in textual communications.

10. (currently amended) A method of encoding emotive vectors, <u>each emotive vector comprising an emotive state and an associated emotive intensity</u> normalized to the author with associated text in electronic communications.

11. (original) The method in claim 10 further comprising structuring and synthesizing emotive parsers with productions exploiting emotive vectors encoded in textual datastreams.

12. (original) The method in claim 10 further comprising an emotive parser to tokenize emotive vectors into emotive components and emotive components to a set of face glyphs.

13. (original) The method in claim 12 further comprising a natural language parser to extract and tokenize emotive vector associated text into the parts of speech components.

14. (original) The method in claim 13 further comprising concatenating communication tokenized emotive components with grammatical string fragments and strings selected from the associated text into grammatical strings conveying an intended meaning of the communication.

15. (original) The method in claim 14 further comprising said face glyph set based on graphic rendering of reasonably representative emotive states and associated emotive intensities.

16. (currently amended) A computer program residing on a computer-readable media, said computer program communicating emotive content comprising emotive vectors<u>, each emotive vector comprising an emotive state and an associated emotive intensity normalized to the author,</u> with associated text embedded in electronic device communications.

17. (currently amended) A computer network comprising:

   a plurality of computing devices connected by a network;

   said computing devices which display graphical and textual output;

   applications executing on the devices embedding emotive vectors which are representations of emotive states with associated author normalized emotive intensity;

   assembling emotive content by associating emotive vectors with associated text in electronic communication;

   encoding emotive content by preserving association of emotive vectors with associated text in the electronic communication;

2. Amended Claims

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1. (currently amended) A system and method of communicating emotive content comprising emotive vectors, each emotive vector comprising an emotive state and an associated emotive intensity normalized to the author, with associated text embedded in electronic device communications.

2. (original) A method as in claim 1 further comprising the encoding of emotive content into standard computing device communication formats.

3. (original) A method as in claim 1 further comprising the encoding of the emotive content into textual communications.

4. (original) A method as in claim 1 further comprising the decoding of emotive content in electronic communications bearing emotive vectors normalized to the communication's author.

5. (original) A method as in claim 4 further comprising parsing the emotive content into tokens for presentation and display of face glyph emotive representations with associated textual content on receiver computing device displays.

6. (original) A method as in claim 5 further comprising the tokenizing of the parts of speech of associated text and with the tokenized emotive content synthesizing author's intended meaning text strings.

7. (original) A method as in claim 4 further comprising the mapping of emotive intensity numerical value into one or more word text describing the emotive intensity value in express language which would qualify an associated emotive state with the intensity value.

8. (original) A method as in claim 1 further comprising the scanning and tokenizing of the embedded emotive content in the communications.

9. (original) A method as in claim 1 further comprising parsing communications containing the emotive content using emotive grammar productions to tokenize the emotive content in textual communications.

10. (currently amended) A method of encoding emotive vectors, <u>each emotive vector comprising an emotive state and an associated emotive intensity</u> normalized to the author with associated text in electronic communications.

11. (original) The method in claim 10 further comprising structuring and synthesizing emotive parsers with productions exploiting emotive vectors encoded in textual datastreams.

12. (original) The method in claim 10 further comprising an emotive parser to tokenize emotive vectors into emotive components and emotive components to a set of face glyphs.

13. (original) The method in claim 12 further comprising a natural language parser to extract and tokenize emotive vector associated text into the parts of speech components.

14. (original) The method in claim 13 further comprising concatenating communication tokenized emotive components with grammatical string fragments and strings selected from the associated text into grammatical strings conveying an intended meaning of the communication.

15. (original) The method in claim 14 further comprising said face glyph set based on graphic rendering of reasonably representative emotive states and associated emotive intensities.

16. (currently amended) A computer program residing on a computer-readable media, said computer program communicating emotive content comprising emotive vectors<u>, each emotive vector comprising an emotive state and an associated emotive intensity normalized to the author,</u> with associated text embedded in electronic device communications.

17. (currently amended) A computer network comprising:

   a plurality of computing devices connected by a network;

   said computing devices which display graphical and textual output;

   applications executing on the devices embedding emotive vectors which are representations of emotive states with associated author normalized emotive intensity;

   assembling emotive content by associating emotive vectors with associated text in electronic communication;

   encoding emotive content by preserving association of emotive vectors with associated text in the electronic communication;

transmitting the communication with emotive content to one or more receiver computing devices;

parsing communication bearing emotive content; and

mapping emotive vectors to face glyph representations from a set of face glyphs;

Such that communications encoded with emotive content facilitate exchange of precise emotive intelligence.

~~displaying communication of textual with associated face glyph emotive representations on said computing device displays;~~

~~whereby senders can transmit to receivers precise emotive content in communications.~~

18. (original) A computer program residing on a computer-readable media, said computer program communicating over a computer network comprising:

a plurality of computing devices connected by a network;

said computing devices which display graphical and textual output;

computer-readable means for applications executing on the devices embedding emotive vectors which are representations of emotive states with associated author normalized emotive intensity;

computer-readable means for assembling emotive content by associating emotive vectors with associated text in electronic communication;

computer-readable means for encoding emotive content by preserving association of emotive vectors with associated text in the electronic communication;

computer-readable means for transmitting the communication with emotive content to one or more receiver computing devices;

computer-readable means for parsing communication bearing emotive content; and

computer-readable means for mapping emotive vectors to face glyph representations from a set of face glyphs; and